Homebrew [5e] Barbarian Path: The Dancer. Got any advice?

Subclass

I was inspired in part when building this by the Dervish from 3.5, but I did not give it the dervish name because I don't want to tie it to any notions about what a "Dervish Subclass" *should* be. The idea is to give fluid movement through a melee while cutting people up, and later on the ability to use an opponent's motion against them. Let me know your reactions in the comments!

New Barbarian Path: Path of the Dancer

"It looked as if she had choreographed every strike and parry before the first sword was drawn. She was dancing across the battlefield. But this was not the dance of the courtiers I had seen earlier. She did not move like a petal floating on the wind. She moved like the waters of a coursing river. Fluid. Mighty. And unstoppable."

Barbarians who walk the Path of the Dancer focus their Rage into a vocabulary of violent motion called The Dance. Dancer Barbarians move unhindered across the battlefield, often with their signature dual blades, cutting deep into foes with each step.

Path Features

3rd Level: The Dance

6th Level: Free Step

10th Level: Powerful Grace

14th Level: Flow of the Dance

The Dance

If a Barbarian's rage is a fire, then The Dance is a lantern, giving it both focus and purpose. Starting at 3rd Level, when you are raging and engaged in two weapon fighting, and you are not wearing heavy armor, you can add your ability modifier to the damage of the second attack. In addition, any creature that takes damage from you has disadvantage on opportunity attacks made against you until the start of your next turn. If you don't use at least 10 feet of movement on your turn when raging, your rage ends.

Free Step

Beginning at 6th level, The Dance has given you the freedom to move where others could not. Your movement is unaffected by difficult terrain. In addition, when you are raging, you have advantage on athletics checks to avoid being grappled or to escape a grapple and spells and other magical effects cannot reduce your speed to 0 nor cause you to be paralyzed or restrained.

Powerful Grace

Starting at 10th level, you can add your STR mod to Dexterity (Acrobatics) checks. Also, when you make a running jump, the distance you cover increases by a number of feet equal to your STR mod.

Flow of the Dance

At 14th level, a Path of the Dancer Barbarian gains new ways to use their reactions:

Tumbling Eddy: When an enemy knocks you prone, you may use your reaction to move 5ft and stand.

Diverted Flow: If an enemy misses you with a melee attack, you can use your reaction to move them up to 5 feet to a space adjacent to you.

Waterfall Step: When a Large or smaller creature moves at least 20 feet straight toward you and makes an attack against you on the same turn, you can use your reaction to force the target to make a STR saving throw (DC 8 + your prof mod + your STR mod). On a failed save you knock the target prone.